

Gaim Stak Scout

SPECS

Class: Medium Ship
In Service: 2258
Point Value: 600
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Battle Laser

Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

HANGAR

1 Shuttle: Thrust: 4
Armor: 0 Defense: 9/10



FORWARD HITS

1-6: Retro Thrust
7-9: Battle Laser
10-11: Scattergun
12-16: Structure
16-20: PRIMARY Hit

SPECIAL NOTES

Agile Ship
ELINT Ship
Limited Deployment (33%)

AFT HITS

1-7: Main Thrust
8-10: Scattergun
11-17: Structure
18-20: PRIMARY Hit

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

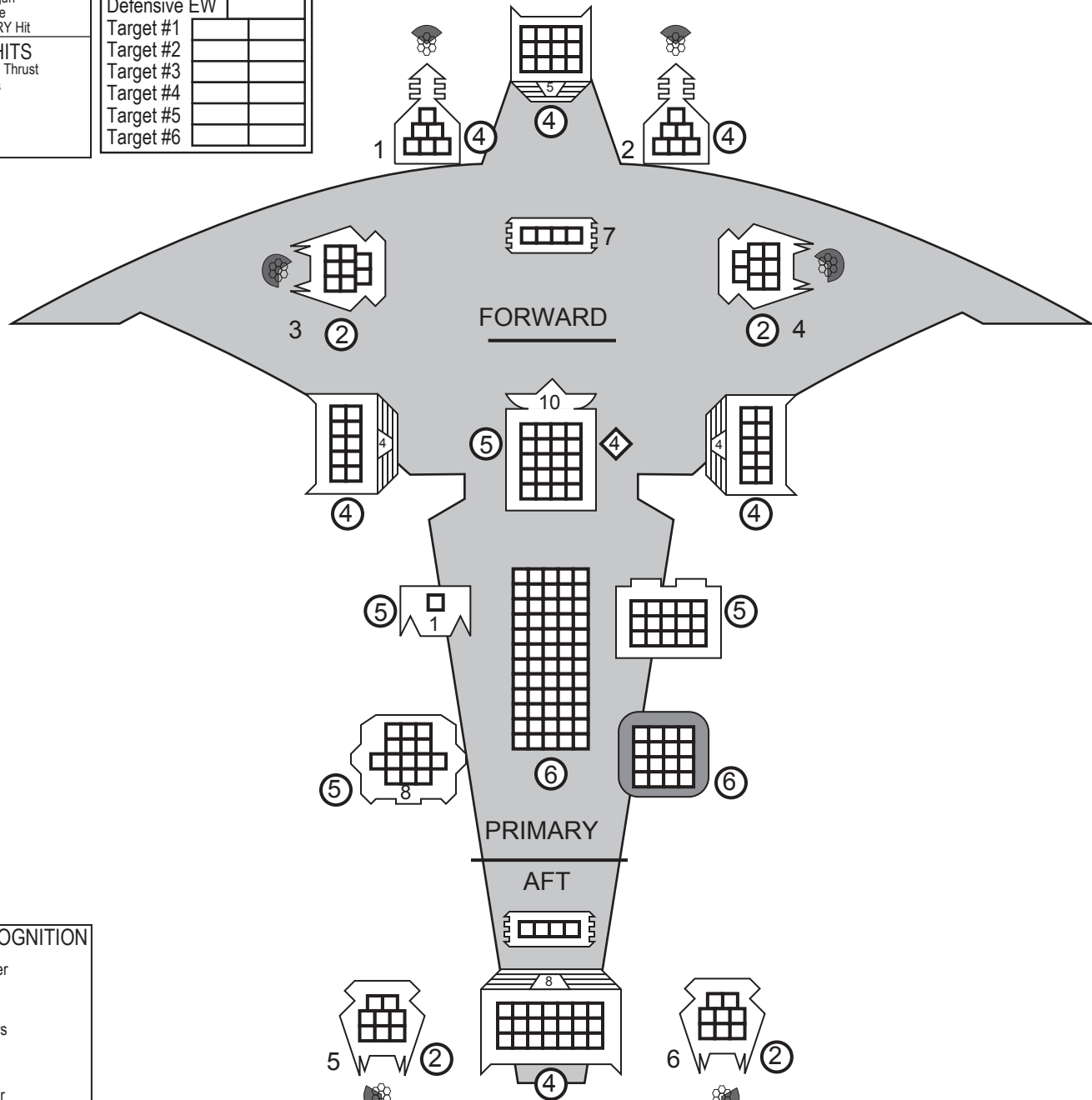
Target #4

Target #5

Target #6

PRIMARY HITS

1-9: Port/Stb Thrust
10-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Battle Laser
- Scattergun
- Bulkhead